INSTRUCTION BOOKLET

UBISOFT

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y, and START/PAUSE Buttons simultaneously for 3 seconds.

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Official Nintendo Seal

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (L)

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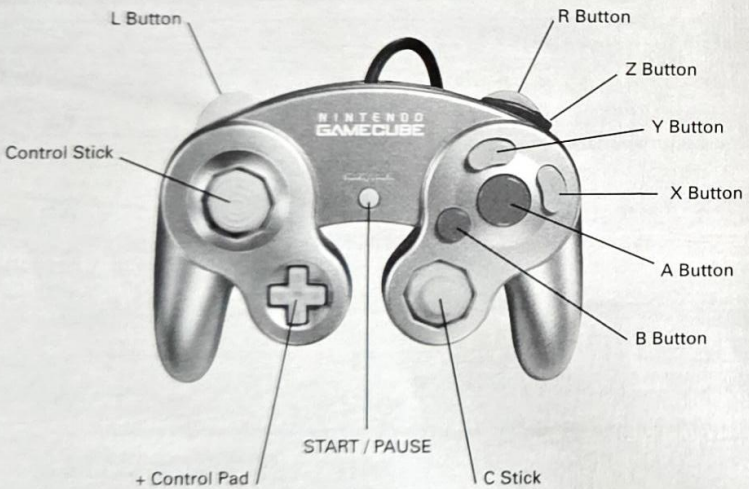
WARRANTY . . . . . INSIDE BACK COVER

STARTING THE GAME

Nintendo GameCube™ System

1. Set up your Nintendo GameCube according to the Nintendo GameCube Instruction Booklet.
2. Make sure the power is off before inserting or removing a Nintendo GameCube™ Game Disc.
3. Insert the Open Season™ Game Disc and close the Disc Cover.
4. Insert the Nintendo GameCube™ Controller to Controller Socket 1 and turn on the Nintendo GameCube.
5. Follow the on-screen instructions to start the game.

COMMAND REFERENCE



Basic Menu Controls

- Use the Control Stick or the +Control Pad to browse or cycle through the different options.
- Press the A Button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the B Button to return to the previous screen.

Boog Controls

Boog Movement	Control Stick
Camera Movement	C Stick
Roar	A Button
Grab/Throw	B Button
Talk	X Button
Call Elliot	Y Button
Hide	Press and hold the L Button
Smell	+Control Pad Left
Run	Press and hold the R Button
Move Camera Behind Player	Z Button
Cancel a Throw	+Control Pad Down
First-Person Camera	+Control Pad Up
Show Boog's Energy Bar	+Control Pad Right
Pause Game	START/PAUSE

Elliot Controls

Elliot Movement	Control Stick
Camera Movement	C Stick
Jump	A Button
Grab	B Button
Talk	X Button
Taunt	Y Button
Run	Press and hold the R Button
Move Camera Behind Player	Z Button
First-Person Camera	+Control Pad Up
Show Elliot's Energy Bar	+Control Pad Right
Pause Game	START/PAUSE

INTRODUCTION

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned mule deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into some trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and to make matters worse, he and Elliot suddenly realize that hunting season is now open!

All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that crazy Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!

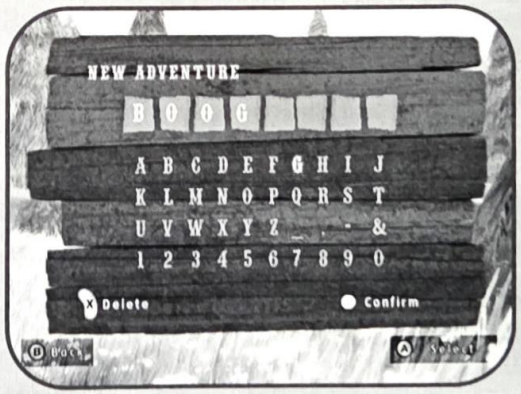
PLAYING THE GAME

Start Menu

Press START/PAUSE to begin.

Create Profile

When the game starts, the New Adventure screen is displayed. Create your profile.



To create your profile name, use the Control Stick to move around and select each letter by pressing the A Button. When you're done, press START/PAUSE to confirm.

Main Menu

Use the Control Stick or the +Control Pad to navigate this menu. Press the A Button and select Continue Adventure to start playing.

- **Start Adventure:** Start a new adventure or continue your current adventure.
- **Replay Scenes:** Replay a scene you've unlocked.
- **Wild Challenges:** Play all seven wild Open Season™ mini-games. Five are unlockable through Boog's adventures.
- **Beth's Scrapbook:** Collect Ranger Badges and add them to Beth's Scrapbook.
- **Wild Academy:** Boog can learn new Wild Skills. The more Wild Style Points he earns throughout his adventure, the more he learns!
- **Options:** Access the Options menu to adjust various settings. The settings you choose are saved to the current game.
- **Credits:** View the list of people who helped create this game.
- **Quit Game.**

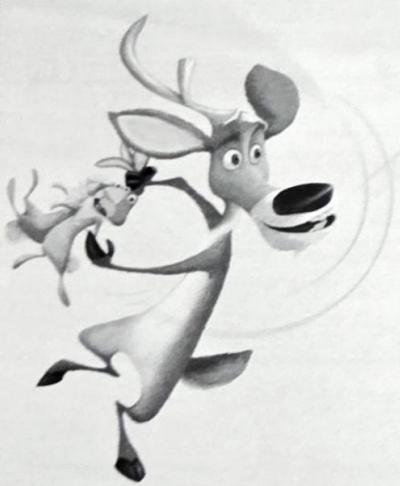
Pause Menu

- **Mission Log:** Check your current mission description and progress.
- **Scene Status:** Check the number of Ranger Badges and Wild Style Points earned so far in the scene.
- **Boog/Elliot Controls:** Quick reminder of the controls for the current playable character.
- **Options:** Adjust various settings. The settings you choose are saved to the current profile.
- **Quit Game.**

THE CHARACTERS

Boog

Boog is the reluctant hero of Open Season™. This 900-pound bear wants nothing more than to continue living in the tranquil town of Timberline with his friend Ranger Beth, who rescued him as a cub. Boog is really comfortable living around humans and is the main attraction of the local nature show. He has absolutely no wildlife skills and would be at a complete loss if he ever had to "rough it" in the woods.



Elliot

Elliot is a pesky, fast-talking mule deer who arrives in Timberline missing an antler and strapped to the hood of a truck — thanks to the fanatical hunter Shaw. As the runt of the forest, Elliot comes across as a pest, but all he really wants is to be accepted. After he persuades Boog to untie him, their lives are changed forever.

Beth

Beth is a kind, good-natured park ranger who loves animals. She's the one who found Boog as a small cub and raised him.

Gordy

Gordy is the town sheriff and Beth's friend. He likes Boog, but feels that animals belong in the wild, not in Beth's garage.

Shaw

Shaw is a mean and pitiless hunter who thinks hunting should be allowed anytime and anywhere. He is the scariest hunter in the forest and perhaps more than a little crazy.

McSquizzy

A Scottish Highlands rebel, he's the leader of the Furry Tail Clan and the Guardian of the Pine. While all the squirrels are fiercely protective of their trees, nobody messes with McSquizzy.

Rosie and Maria

Don't tangle with these two ladies. If you dare to be around them, watch out, because they've got hot tempers and a sassy comeback every time. Cross their path and you'll get a stinky surprise!

Giselle

A beautiful mule deer who renders Elliot speechless, Giselle is the shining star of the forest's herd. Quick-witted and strong-willed, she puts up with Ian but secretly has a soft spot for runty Elliot and will try and help him — if nobody is watching!

Ian

Ian is a big, strong, and good-looking leader of the deer herd. He's proud of the lame jokes he makes. As the herd's alpha male, he picks on Elliot every chance he gets.

Serge

Serge is the leader of the traumatized duck squadron. These ducks just can't take being shot at anymore and refuse to fly. It's rumored they talk with a secret code.

Reilly

The construction foreman of the forest, Reilly the beaver is an extreme perfectionist who takes great pride in the building of his dam. He is a thorough worker who gets the job done come heck or high water — and has plenty to say when Boog messes up his work.

Miss Feathers

The Wild Skills teacher has been educating the creatures of the forest for generations. Boog is the oldest student she has ever had, but Elliot was the most trouble.

Buddy

It's difficult to get close to someone with so many quills, which is sad because this loner is in constant search of a hug. He doesn't understand that he's downright painful to be around.

HUNTERS

OPEN SEASON HUNTERS

TRAPPER
Easy -
Throw into traps.

LOGGER
Easy - Flees to shack and shoots from it.

SKINNY
Medium -
Neither slow nor fast.

BOAT
Medium -
Scared only by animal in boat.

HEAVY
Easy - Shoots and runs slow.

DUCK
Medium -
Found in marshes.

STINKY
Medium -
Cannot be skunked.

WEEKEND WARRIOR
Tough - Shoots fast.
Resists animals latched onto his head.

SHAW!
Boss -
Nastiest hunter and a total head case.

BEAR
Tough -
Roars don't work on him!
Shoots fast!

It's Open Season, so Boog and Elliot are bound to encounter hunters. The hunters would like nothing more than to catch the biggest prize of them all — a bear!

Use Boog's Wild Skills to scare away the hunters.

- The first attack will stun the hunter.
- The second attack will scare away the hunter for good.

A question mark over a hunter's head means he is searching for Boog. Hide from the hunter before he spots you.

An exclamation point appears over a hunter's head when he sees Boog. Use your Wild Skills to take on the hunter, or run away and hide from him.

DEEP IN THE FOREST

Butterflies

Follow the butterflies. They identify objects you can interact with and places you should visit.

Traps and Campfires

Animal traps and campfires can be used against hunters. But be careful, because they can hurt Boog as well!

Berry Bushes

Smell your way around the forest and you will find berry bushes. Eating berries will restore some of your health.

Ranger Badges

Find and collect Ranger Badges throughout the game. Each Ranger Badge collected will be added to Beth's Scrapbook. After you finish a scene, you can go to the Main Menu and open the Scrapbook to look at your new Ranger Badge and discover something new about the forest! Complete a collection of Ranger Badges and unlock cool rewards!

Wild Style Points

These are points collected by doing wild activities in the forest such as scaring hunters, finding hidden Ranger Badges, and helping animals.

BOOG'S WILD SKILLS

Aimed Throw

- When Boog is holding Elliot or a skunk, press and hold the B Button until you see the aiming arrows.
- Move the Control Stick to aim.
- Release the B Button to throw.
- To cancel any Aimed Throw, press the +Control Pad Down.

Quick Throw

- When Boog is holding any animal, press the B Button to quickly throw the animal.

Smell

- Boog can smell hidden objects.
- Press and hold the +Control Pad Left to use the smell skill and find new objects.
- Hidden objects are identified by a colored mist.

Hide and Sneak

- Approach a hunter from behind without being seen and you will automatically start to Hide and Sneak.
- Press and hold the L Button to hide. The timer icon turns red when your hiding time is up and you've been spotted.
- When up close to the hunter, use one of the other Wild Skills to stun or scare away the hunter.

Roar

- The Proximity icon appears when you are very close to a hunter. You can then press and hold the A Button to bring up the Roar Meter and let go before the meter reaches the end.
- A Wild Roar is when you let go of the A Button while in the red section of the Roar Meter, scaring away the hunter for good.

Charge

- Press and hold the R Button and run in a straight line to change to a four-legged run.

BOOG AND HIS ANIMAL BUDDIES

When Boog arrives in the wild, he is not welcomed by the animals of the forest. By performing specific tasks for hostile animals, Boog will earn their friendship. He can then use them to stun or scare away the hunters.

Elliot

- Throw Elliot at hostile animals to distract them.
- Once Boog learns the Ultimate Elliot Survival skill, throw Elliot at a stunned hunter to scare him away for good.

Rabbits

- Pick up and Quick Throw rabbits near hunters to distract them.
- When Boog is holding a rabbit in his hand, press and hold on the B Button to use the Cross Hare. Aim at the hunter's head and release the B Button. The rabbit will fly and latch onto the hunter's head and then stun him.

Skunks

- Use skunks as stink bombs by aiming and throwing them near hunters.

Hint: If you aim the skunk in the right spot, the hunter will run into nearby traps and campfires.

- Aim and throw the skunk directly onto the hunter's head to get the First-Person Skunk. Press the B Button repeatedly to spray and stun any nearby hunters with the skunk's stink.

Hint: This is really useful to stun and scare away groups of hunters.

Squirrels

- To get a squirrel out of a tree, throw Elliot at the tree or run and charge into the tree.
- Throw a squirrel near any tree. The squirrel will climb the closest tree and shower any hunter close to it with acorns.
- Try a Hide and Sneak behind a hunter and latch a squirrel onto his head by pressing the B Button to begin the First-Person Squirrel. Press the B Button to throw acorns at the surrounding hunters. Hit a hunter twice with acorns and he is scared away for good.

Hint: This is really useful to stun and scare away groups of hunters.

WILD CHALLENGES

Choose Wild Challenges from the Main Menu and challenge up to four of your friends in seven hilarious mini-games. Five are unlockable during Boog's adventure.

Rabbits Everywhere!

Press the B Button to grab a rabbit and throw it in the big burrow. Carrots attract many rabbits. The highest score wins!

Log Challenge!

Jump from log to log using the Control Stick. Press the B Button repeatedly to spin your log to unbalance another player or counter the player's spins. The last one standing wins!

Flowers for My Deer!

Every deer wants a bouquet of flowers. Press the B Button to grab flowers of the correct colors. Deliver your complete bouquet to the deer to score points.

Press the X Button to drop whatever you are holding. The first player to reach 10 points wins!

Shake that Butt!

Watch Buddy carefully to know when to shake your butt and when to stop. Move the Control Stick quickly and repeatedly left and right to shake off the porcupine. Fill up your Shake Bar first to win!

Duck Chorus!

Watch Serge's quack sequences and then match them. May the best quacker win!

Rise, Rise to the Top!

Press the B Button to raise your platform only when it's your turn. First team to the top wins!

Wild Memory

Run to a burrow and press the B Button to reveal the hidden object. Find the other identical object to earn points. The highest score wins!

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Open Season™
Proof-of-Purchase

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NOTES

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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com**. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com**.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com**.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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If all else fails you can write to us at:

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Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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NOTICE

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PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778
Hours: 9 am–9 pm (EST), M–F
Address: Ubisoft Support
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